

**SYSTEMS AND METHODS FOR SIMULATING GAME STATE  
CHANGES RESPONSIVE TO AN INTERRUPT CONDITION**

**ABSTRACT OF THE DISCLOSURE**

A simulation module simulates events that may occur during a cautionary period based on, *e.g.*, current relative position of vehicles, vehicle and driver attributes and current game statistics for vehicles, and compiles new statistics and attributes that are used in the resumed race. A full race simulation option and a partial race simulation option are also provided. For example, in a season mode, the simulation module simulates events that may occur during a race and compiles statistics that can be used later, *e.g.*, in a later race, for season standings, *etc.* A complete race may be simulated, or a partial race may be simulated, for example, if a user desires to terminate a race before it is finished, using the compiled statistics, and a new set of statistics compiled to track the simulated race events. Real world statistics are imported and used in some aspects. For example, real world standings, performance statistics and attribute information are stored in a database and are used as a basis for AI-controlled vehicle performance and AI-generated simulation results.

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